



# Part Three

## Character Classes





This section presents eight new classes of adventurer representing common character archetypes in the Dolmenwood setting. Four of these are human classes: the jolly friar, the stealthy hunter, the haughty knight, and the charming minstrel. The remaining four are demihuman race-classes: the wilful elf, the mercurial grimalkin, the sagacious moss dwarf, and the reckless woodgrue.

Guidelines for using standard **Old-School Essentials** classes in Dolmenwood are also provided.

# Standard Classes

*The role of standard Old-School Essentials classes in Dolmenwood.*

## ACROBAT

Acrobatic performers frequent the markets and plazas of Castle Brackenwold, Prigwort, and Lankshorn. Those of a larcenous or adventurous persuasion may venture deeper into Dolmenwood as members of adventuring parties.

## ASSASSIN

The services of trained assassins are seldom called for in a region such as Dolmenwood, situated on the edge of the wilds. Assassins whose main livelihood is from adventuring may be found in the region, however.

**The Assassins' Guild:** Organised guilds of assassins tend to exist only where there are enough clients for them to make a living. In Dolmenwood, only Castle Brackenwold—with its profusion of backbiting nobles—is of sufficient size and may support a small assassins' guild if the referee wishes it.

## BARBARIAN

No barbarian cultures exist within Dolmenwood, but characters of this class may be travellers from distant realms.

## BARD

The druid cult with which bards are allied has no presence in Dolmenwood. Characters of this class may be outsiders attempting to reclaim Dolmenwood from the clutches of the Drune.

**Minstrels:** The minstrel class on *p50* is a Dolmenwood variant of the bard, tailored to the setting.

## CLERIC

Clerics in Dolmenwood are representatives of the Church and the divine might of the One True God. Some are granted a writ of self-determination, allowing them to roam freely and carry out the will of God as they see fit.

**Alignment:** As servants of the Church, clerics may only be lawful or neutral.

**Reversed spells:** As followers of a lawful religion, clerics' use of reversed spells is regarded as heretical.

**Arms:** Clerics of the One True God may use all types of weapons (including blades), but may only use magic weapons, shields, and armour that are of holy origin (e.g. blessed in sacred springs, possessed by a saint, etc.). 1-in-3 magic weapons, shields, and suits of armour are of holy origin.

## CLERICAL ORDERS [OPTIONAL RULE]

Cleric characters may be allowed to join one of the following holy orders which operate within Dolmenwood, gaining an additional class ability.

### The Order of St Faxis

The order of witch-hunters and inquisitors. Clerics of St Faxis follow an edict to root out and bring to justice unsanctioned practitioners of the occult in all their forms. A cleric of the order of St Faxis gains a +2 bonus to saving throws against magic.

### The Order of St Sedge

The order of crusaders; those who make holy war in lands where the law of the Church is contended. Once per day, a cleric of the order of St Sedge can heal 1 hit point per level by laying their hands on wounded characters.

### The Order of St Signis

The order of Lichwards; those who watch over the dead and hunt those who—in defiance of God—rise from the grave. A cleric of the order of St Signis gains a +1 bonus to attack rolls against undead monsters and is able to hit undead monsters that can normally only be harmed by magical or silver weapons, even when not wielding a weapon of the appropriate type.

## DEMIHUMANS

The standard demihumans (elves, halflings, gnomes, etc.) described in *Old-School Essentials* do not dwell within Dolmenwood and their absence in the region is an important aspect of the setting's special atmosphere. Standard demihuman races encountered in Dolmenwood may be travellers from distant lands.

**Dolmenwood demihumans:** Four demihuman classes—the Dolmenwood elf, grimalkin, moss dwarf, and wood-grue—are presented in the following pages. These demihumans are tailored to the Dolmenwood setting and are commonly encountered therein.





## DRUID

The druid cult has no presence in Dolmenwood. Characters of this class may be outsiders attempting to reclaim Dolmenwood from the clutches of the Drune.

## FIGHTER

As in all cultures, people who make a living by strength of arm and skill at battle are common in Dolmenwood.

## ILLUSIONIST

Wizards of all stripes are drawn to Dolmenwood by the profusion of arcane energies which permeate the place. Illusionists are therefore more commonly encountered in Dolmenwood than in the regions beyond.

**The Enchanters' Guild:** A number of illusionists are affiliated with the guild of enchanters, whose wards and charms guard the premises of those who can afford their exorbitant fee. The guild is based in Castle Brackenwold.

## KNIGHT

Knights serve the noble houses of Dolmenwood, upholding the honour of their lords and ladies. The knight class from *Old-School Essentials Advanced Fantasy* has features which make it not entirely suited to Dolmenwood, but the class could be used for knightly characters hailing from beyond the Wood.

**Dolmenwood knights:** The Dolmenwood knight class on *p42* is a Dolmenwood variant of the knight, tailored to the setting.

## MAGIC-USER

Wizards of all stripes are drawn to Dolmenwood by the profusion of arcane energies which permeate the place.

**The Enchanters' Guild:** A number of magic-users are affiliated with the guild of enchanters, whose wards and charms guard the premises of those who can afford their exorbitant fee. The guild is based in Castle Brackenwold.

**The Royal Institute of Physicks and Sorcerers:** The College of the Royal Institute in Castle Brackenwold is the respectful face of arcane magic in the Dolmenwood region. Where the activities of other sorcerous cults (e.g. the Drune, the witches) are frowned upon by the Church, the Royal Institute is sanctioned as its ally.

## PALADIN

Paladins may be servants of the One True God or of other religions from beyond Dolmenwood. Those who serve the One True God are most likely members of the Order of St Sedge (see opposite), though they do not gain the extra ability that clerics of that order possess. (The paladin class already has the ability to heal by laying on hands.)

## RANGER

The secret society of rangers is not prevalent in Dolmenwood. Characters of this class may be outsiders attempting to make inroads into Dolmenwood, possibly contesting the forces of Chaos which throng around the Nag Lord in the north of the Wood.

**Hunters:** The hunter class on *p48* is a non-magical Dolmenwood variant of the ranger, tailored to the setting.

## THIEF

As in all cultures, people who live by their skills of subterfuge and stealth are common in Dolmenwood.

**The Thieves' Guild:** Organised thieves' guilds have some presence in all larger settlements in Dolmenwood and may be sought out by those who wish to join their ranks or solicit their services.

# Dolmenwood Elf

*Ageless fairies who have crossed over into the mortal world for reasons that they seldom reveal.*

<b>Requirements</b>	Minimum DEX 9, minimum INT 9
<b>Prime requisite</b>	CHA
<b>Hit Dice</b>	1d6
<b>Maximum level</b>	10
<b>Armour</b>	Any, including shields
<b>Weapons</b>	Any
<b>Languages</b>	Alignment language, Woldish, Sylvan, High Elfish

Elf adventurers are masters of both sword and spell, capable of using all weapons and armour and wielding the power of the secret magical runes of elfkind. Additionally, they have a number of innate abilities which mortals regard as magical.

See *Elves*, **p18** for more details on the characteristics of elves.

## COMBAT

Elves are naturally talented fighters and may use any weapons and armour.

## GLAMOURS

Elves are able to make use of a number of minor magical abilities known as *glamours* (see **p72**). The number of glamours known is determined by the character's level as shown in the table opposite. Known glamours are determined randomly. Glamours may be used any number of times per day. (Though mortals regard these abilities as "magic", elves do not view them as such.)

## IMMORTALITY

Elves can be killed but do not die naturally. They are immune to the mundane illnesses of mortal-kind, but are affected by diseases of magical origin. Elves also cannot die of thirst or starvation, though a lack of sustenance drives them insane and sadistic.

## LISTENING AT DOORS

Elves have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).

## LOCATE SECRET DOORS

Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring* in *Old-School Essentials*).

## MAGIC ITEMS

Elves have a natural affinity for the arcane and are able to use any magic item usable by arcane spell casters. This includes casting spells from scrolls (with the use of their read magic ability—see below).

## MAGIC RESISTANCE

As beings of Fairy, where magic is in the very fabric of things, elves are highly resistant to magic. They are immune to *sleep* spells, gain a +2 bonus to saving throws against charms and illusions, and are unaffected by the paralysing touch of ghouls.

## READ MAGIC

Given an hour of solitude, an elf may read magical scripts and runes, as follows:

- **Scrolls:** The magical script of a scroll of arcane spells can be understood. The elf is then able to activate the scroll at any time in the future.
- **Spell books:** A spell book written by an arcane spell caster can be deciphered.
- **Inscriptions:** Runes or magical words inscribed on an object or surface can be understood.
- **Reading again:** Once the elf has read a magical inscription using this ability, they are thereafter able to read that particular text without using this ability again.

## RESISTANCE TO DIVINE AID

There are no gods in Elfland and the gods of mortals are loath to aid its folk. If an elf is the subject of a beneficial divine spell, there is a 2-in-6 chance of it having no effect on the elf.

## ELF LEVEL PROGRESSION

Level	XP	Hit Dice	THAC0	Glamours	Saving Throws				
					D	W	P	B	S
1	0	1d6	19 [0]	1	12	13	13	15	12
2	4,000	2d6	19 [0]	2	12	13	13	15	12
3	8,000	3d6	19 [0]	3	12	13	13	15	12
4	16,000	4d6	17 [+2]	3	10	11	11	13	10
5	32,000	5d6	17 [+2]	4	10	11	11	13	10
6	64,000	6d6	17 [+2]	5	10	11	11	13	10
7	120,000	7d6	14 [+5]	6	8	9	9	10	8
8	250,000	8d6	14 [+5]	6	8	9	9	10	8
9	400,000	9d6	14 [+5]	7	8	9	9	10	8
10	600,000	9d6+1*	12 [+7]	8	6	7	8	8	6

\* Modifiers from CON no longer apply.

**THAC0:** Indicates attack matrix row to use.

**D:** Death / poison; **W:** Wands; **P:** Paralysis / petrify;

**B:** Breath attacks; **S:** Spells / rods / staves.

## RUNES

Elves may be granted the use *elf runes*—the secret, magical sigils guarded by the lords of Elfland. See *Elf Runes, p68* for details on the elf runes.

**At 1st level:** An elf knows one randomly selected rune of lesser magnitude.

**Subsequent levels:** Upon gaining an experience level, an elf may journey into Fairy to treat with a fairy lord or lady, in order to be granted a new rune. Note that the exact rune granted cannot be selected by the petitioning character and there are occasions when the fairy lord or lady will refuse to grant any rune at all—an elf is not guaranteed to receive a new rune each level. While the elf journeys in Fairy, 2d20 days pass in the mortal world. At the referee's option, the fairy noble may require the character to perform some deed or quest in return for the granting of the rune.

## SUSCEPTIBILITY TO COLD IRON

As fairies, elves are vulnerable to iron weapons, suffering double damage on a successful hit.

## UNEARTHLY BEAUTY

Elves—both benevolent and wicked—are beautiful, by mortal standards. When interacting with mortals, an elf is treated as having a CHA score of at least 14 for any CHA check that are based purely on physical attractiveness.

## AFTER REACHING 9TH LEVEL

An elf may establish a stronghold and domain in either the mortal world or Fairy. Elves and other fairies in the region may come to live under the character's rule.

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# Dolmenwood Knight

*Warriors who serve a noble, doing their bidding and upholding their honour.*

<b>Requirements</b>	Minimum CON 9, minimum DEX 9
<b>Prime requisite</b>	STR
<b>Hit Dice</b>	1d8
<b>Maximum level</b>	14
<b>Armour</b>	Chainmail, plate mail, shields
<b>Weapons</b>	Melee weapons
<b>Languages</b>	Alignment language, Woldish

Knights have a special rank in society, as vassals of a noble house (see *The Noble Houses of Dolmenwood*, p96). They receive great respect from common folk and are expected to exemplify the qualities of nobility, honour, and decency in all their deeds.

Player character knights are typically *knights-errant*—those who wander the land in pursuit of adventure to prove their chivalric virtues.

**Social class:** Knights are often members of the noble classes, but a person of lowlier origin may be initiated as a knight as a reward for noble deeds.

**Knighthood:** Knights of 1st and 2nd level are known as “squires” and are not yet regarded as true knights. Upon reaching 3rd level, the character is knighted by their liege and gains the right to bear a coat of arms (typically emblazoned upon the knight’s shield).

**Alignment:** A knight must have the same alignment as their liege.

**Disfavour:** A knight who displeases or dishonours their liege (this may include by changing alignment) may have their knighthood revoked. In this case, the character becomes a fighter of equivalent level. It may be possible to regain the liege’s favour (and thus the status of knighthood) by performing a special quest.

## CHIVALRIC CODE

Knights are bound by a stringent code of honour, which they strive to uphold in all their deeds. The fundamentals principles of this code are listed above.

The repercussions for performing deeds at odds with the code of chivalry depend on the alignment of the knight and their liege:

**Lawful or neutral:** The knight brings dishonour upon their liege, thus risking disfavour (see above).

**Chaotic:** The knight’s deeds are unlikely to bring dishonour upon their liege, whose reputation is already villainous. The knight’s deeds will, however, be perceived as besmirching the institution of knighthood. Other knights will hunt the chaotic knight and attempt to bring them to justice.

## THE CODE OF CHIVALRY

- ▶ A knight must behave honourably in all deeds.
- ▶ A knight’s honour is of utmost importance. Death is preferable to dishonour.
- ▶ Loyal service of one’s liege is the greatest honour.
- ▶ A knight must seek out glory in battle—especially in single combat.
- ▶ Any in the knight’s charge must be defended to the death.
- ▶ The hierarchy that binds society must be upheld. Superiors should be honoured, equals respected, inferiors commanded, and the ignoble scorned.

## COMBAT

Knights are masters of heavily armoured, mounted combat, preferring the lance above all other weapons. They can use all melee weapons but cannot use missile weapons (they regard these as dishonourable). They can wear any metal armour but scorn non-metal armour as only suitable for peasants and villains.

**Prowess of arms:** Knights regard armour as a symbol of prowess and status, always favouring the most impressive and impervious-looking armour available.

## HORSEMANSHIP

**Mounted combat:** Knights gain a +1 bonus to attack rolls when mounted.

**Assessing steeds:** Knights are expert riders and can assess the worth of any steed. This allows a knight to determine whether an animal has low, average, or high hit points for its type.

**Urging great speed:** From 5th level, a knight can urge their steed to great speed, increasing its movement rate by 30’ (10”) for up to 6 turns, once per day.

## HOSPITALITY

A knight of 3rd level or higher can expect hospitality and aid from nobles and other knights of the same alignment or social affiliation (e.g. order, religion, noble house, etc.). A knight is expected to extend such hospitality in kind.

## KNIGHT LEVEL PROGRESSION

Level	XP	Hit Dice	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,500	2d8	19 [0]	12	13	14	15	16
3	5,000	3d8	19 [0]	12	13	14	15	16
4	10,000	4d8	17 [+2]	10	11	12	13	14
5	18,500	5d8	17 [+2]	10	11	12	13	14
6	37,000	6d8	17 [+2]	10	11	12	13	14
7	85,000	7d8	14 [+5]	8	9	10	10	12
8	140,000	8d8	14 [+5]	8	9	10	10	12
9	270,000	9d8	14 [+5]	8	9	10	10	12
10	400,000	9d8+2*	12 [+7]	6	7	8	8	10
11	530,000	9d8+4*	12 [+7]	6	7	8	8	10
12	660,000	9d8+6*	12 [+7]	6	7	8	8	10
13	790,000	9d8+8*	10 [+9]	4	5	6	5	8
14	920,000	9d8+10*	10 [+9]	4	5	6	5	8

\* Modifiers from CON no longer apply.  
**THAC0:** Indicates attack matrix row to use.

**D:** Death / poison; **W:** Wands; **P:** Paralysis / petrify;  
**B:** Breath attacks; **S:** Spells / rods / staves.

## MONSTER SLAYER

From 5th level, a knight gains a +2 bonus to attack and damage rolls against monsters of greater than human size.

## STRENGTH OF WILL

Knights gain a +2 bonus to saving throws against magic of fairy origin.

## STRONGHOLD

Any time a knight of 3rd level or higher wishes (and has sufficient money), they can build a castle or stronghold and control the surrounding lands. The permission of the knight's liege is always required.

## AFTER REACHING 9TH LEVEL

A knight may be granted a title such as Baron or Baroness. The land under the knight's control is then known as a Barony.

## THE NOBLE HOUSES OF DOLMENWOOD



1. Baldrick [L]



2. Brackenwold [L]



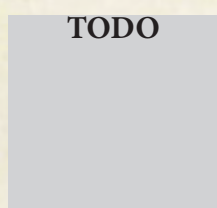
3. Guillefer [N]



4. Harrowmoor [L]



5. Malbleat [C]



6. Mordlin [N]



7. Mulbreck [L]



8. Murkin [N]



9. Nodlock [L]



10. Ramius [C]



# Friar

*Wandering monastics who spread the gospel of the One True God.*

<b>Requirements</b>	None
<b>Prime requisite</b>	WIS
<b>Hit Dice</b>	1d4
<b>Maximum level</b>	14
<b>Armour</b>	None
<b>Weapons</b>	Club, dagger, staff, sling
<b>Languages</b>	Alignment language, Woldish, Liturgic

Friars are monks or nuns who have taken to a life of wandering, doing good wherever they can. They are only loosely affiliated with the Church and are viewed as being outside the strict religious hierarchy of the clergy. Friars are thus beloved by the common folk, whom they often aid where the Church does not.

**Alignment:** As servants of the Church, friars may only be lawful or neutral.

## ARMOUR OF FAITH

Friars gain a +2 bonus to Armour Class, due to the divine blessing of the One True God. At 4th level, the bonus increases to +3 and at 8th level to +4.

## COMBAT

Friars may only use simple weapons (club, dagger, staff, sling) and may not wear armour or use shields.

## Culinary Implements

A friar can employ a frying pan, cured sausage, or even a ham shank as an improvised club (1d4 damage).

## DIVINE MAGIC

See *Old-School Essentials* for full details on divine magic.

**Holy symbol:** A friar must carry a holy symbol (see *Adventuring Gear* in *Old-School Essentials* and *New Equipment*, p78).

**Deity disfavour:** Friars must be faithful to the tenets of their alignment and religion. Friars who fall from favour with their deity may incur penalties.

**Magical research:** A friar of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When a friar reaches 9th level, they are also able to create magic items.

**Spell casting:** A friar may pray to receive spells. The power and number of spells available to a friar are determined by the character's experience level. The list of spells available to friars is found in *Old-School Essentials* (friars have the same spell selection as clerics).

**Reversed spells:** As followers of a lawful religion, friars' use of reversed spells is regarded as heretical.

**Using magic items:** As spell casters, friars can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some magic staves).

## FORAGING

A party with a friar has a 2-in-6 chance of successfully finding edible plants or fungi while travelling. (See *Wilderness Adventuring* in *Old-School Essentials*.)

## HERBALISM

In the hands of a friar, a single dose of a herb (see *Mushrooms and Herbs*, p88) is sufficient for 2 subjects. (This does not apply to herbs used to combat monsters, such as wolfsbane.)

## TURNING THE UNDEAD

A friar can invoke the power of the One True God to repel undead monsters. To turn the undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the Hit Dice of the undead monsters targeted.

### Successful Turning

If the turning succeeds, the player must roll 2d6 again to determine the number of HD affected (turned or destroyed).

**Turned undead:** Will leave the area, if possible, and will not harm or make contact with the friar.

**Destroyed undead (result of D):** Are instantly and permanently annihilated.

**Excess:** Rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one undead creature will always be affected on a successful turning.

**Mixed groups:** If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

## FRIAR LEVEL PROGRESSION

Level	XP	Hit Dice	THAC0	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d4	19 [0]	11	12	14	16	15	1	–	–	–	–
2	1,750	2d4	19 [0]	11	12	14	16	15	2	–	–	–	–
3	3,500	3d4	19 [0]	11	12	14	16	15	2	1	–	–	–
4	7,000	4d4	19 [0]	11	12	14	16	15	2	2	–	–	–
5	15,000	5d4	17 [+2]	9	10	12	14	12	2	2	1	1	–
6	30,000	6d4	17 [+2]	9	10	12	14	12	2	2	2	1	1
7	60,000	7d4	17 [+2]	9	10	12	14	12	3	3	2	2	1
8	120,000	8d4	17 [+2]	9	10	12	14	12	3	3	3	2	2
9	240,000	9d4	14 [+5]	6	7	9	11	9	4	4	3	3	2
10	360,000	9d4+1*	14 [+5]	6	7	9	11	9	4	4	4	3	3
11	480,000	9d4+2*	14 [+5]	6	7	9	11	9	5	5	4	4	3
12	600,000	9d4+3*	14 [+5]	6	7	9	11	9	5	5	5	4	4
13	720,000	9d4+4*	12 [+7]	3	5	7	8	7	6	5	5	5	4
14	840,000	9d4+5*	12 [+7]	3	5	7	8	7	6	6	5	5	5

\* Modifiers from CON no longer apply.  
**THAC0:** Indicates attack matrix row to use.

**D:** Death / poison; **W:** Wands; **P:** Paralysis / petrify;  
**B:** Breath attacks; **S:** Spells / rods / staves.



## VOW OF POVERTY

A friar may only keep wealth and possessions that can be kept on their person or mount. Excess must be donated to worthy causes (not other PCs!).

Furthermore, a friar must dress in a simple monastic's habit and must cut their hair in a traditional tonsure.

## AFTER REACHING 9TH LEVEL

A friar may establish a monastery. So long as the friar is currently in favour with the Church, construction will be funded from the Church's coffers.

Once a monastery is established, 1d6 × 10 friars of level 1–2 will come to live in the monastery under the tutelage of the character. The friar is then granted the title of abbot (abbess).

## TURNING THE UNDEAD

Level	Monster Hit Dice†							
	1	2	2*	3	4	5	6	7–9
1	7	9	11	–	–	–	–	–
2	T	7	9	11	–	–	–	–
3	T	T	7	9	11	–	–	–
4	D	T	T	7	9	11	–	–
5	D	D	T	T	7	9	11	–
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

\* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

† At the referee's option, the table may be expanded to include more powerful types of undead monsters.

## Turning Table Results

–: The turning fails.

**Number:** If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

**T:** The turning succeeds.

**D:** The turning succeeds; the monsters are destroyed, not simply caused to flee.



# Grimalkin

*Mercurial feline fairies who shift between three different forms.*

<b>Requirements</b>	Minimum INT 9
<b>Prime requisite</b>	DEX
<b>Hit Dice</b>	1d6
<b>Maximum level</b>	10
<b>Armour</b>	Humanoid form: any appropriate to size, including shields; otherwise none
<b>Weapons</b>	Humanoid form: any appropriate to size; otherwise none
<b>Languages</b>	Alignment language, Woldish, Mewl

Grimalkin adventurers are capable warriors, often underestimated due to their small size. They also have a number of innate abilities which mortals regard as magical, including the powers of shape-shifting for which they are renowned.

See *Grimalkin*, p20 for more details on the characteristics of grimalkin.

## CHESTER

A grimalkin can transform into a fat domestic cat, known as its *chester* form. This transformation takes 1d6 rounds. The following applies when in chester:

**Dull-witted:** The character's Intelligence score is halved. They can understand language, but can only respond in yowls and meows.

**Combat:** The character has AC 7 [12], a movement rate of 90' (30'), and may make a bite and two claw attacks each round. Each attack inflicts 1 point of damage.

**Class abilities:** In chester, a grimalkin cannot wield weapons, pick locks, or use glamours.

**Equipment:** All equipment carried is transformed with the character, effectively vanishing, but reappearing upon the character's return to their humanoid form.

**Changing back:** The character changes back at dawn.

## COMBAT

Grimalkin can use shields and all types of armour, but it must be tailored to their small size. They may wield small weapons (they cannot use two-handed swords or long-bows).

## DEFENSIVE BONUS

In combat with larger-than-human creatures, grimalkin gain a +2 AC bonus, due to their small size.

## GLAMOURS

Grimalkin are able to make use of a number of minor magical abilities known as *glamours* (see p72). The number of glamours known is determined by the character's level as shown in the table opposite. Known glamours are determined randomly. Glamours may be used any number of times per day. (Though mortals regard these abilities as "magic", grimalkin do not view them as such.)

## IMMORTALITY

Grimalkin can be killed but do not die naturally. They are immune to the mundane illnesses of mortal-kind, but are affected by magical diseases. Grimalkin also cannot die of thirst or starvation, though a lack of sustenance drives them insane and sadistic.

## PICK LOCKS

A grimalkin's dexterous hands and affinity for puzzles lend it some ability at picking locks (using thieves' tools, see *Adventuring Gear* in *Old-School Essentials*). The chance of success is indicated in the table opposite. If the roll fails, the grimalkin must gain an experience level before trying the same lock again.

## RAT-CATCHING

Like all of cat-kind, grimalkin delight in the catching and consuming rodents. If grimalkin consumes a freshly killed giant rodent (this takes 1 turn), their current hit points are increased by the rodent's Hit Dice. It is even possible for the grimalkin's hit points to go above their normal maximum by up to 4 points. If the grimalkin is in their humanoid form, there is a 1-in-8 chance of entering chester.

## Fur Balls

When a grimalkin has gained hit points above their normal maximum by consuming rodents, they may choose to sacrifice one or more of the extra hit points to spew up a violent stream of congealed fur, spittle, and bones. This takes one round of retching, after which all creatures in a 30' line are bombarded by the noisome fur balls and suffer 1d6 damage per sacrificed hit point. A save versus breath attacks is allowed for half damage.

## SUSCEPTIBILITY TO COLD IRON

Grimalkin suffer double damage from iron weapons.

## GRIMALKIN LEVEL PROGRESSION

Level	XP	Hit Dice	THAC0			Saving Throws				
				Glamours	Pick Locks	D	W	P	B	S
1	0	1d6	19 [+0]	1	20%	11	12	14	16	15
2	2,750	2d6	19 [+0]	2	25%	11	12	14	16	15
3	5,500	3d6	19 [+0]	3	30%	11	12	14	16	15
4	11,000	4d6	19 [+0]	3	35%	11	12	14	16	15
5	22,000	5d6	17 [+2]	4	40%	9	10	12	14	12
6	44,000	6d6	17 [+2]	5	45%	9	10	12	14	12
7	90,000	7d6	17 [+2]	6	50%	9	10	12	14	12
8	180,000	8d6	17 [+2]	6	60%	9	10	12	14	12
9	360,000	9d6	14 [+5]	7	70%	7	8	10	12	10
10	510,000	9d6+1*	14 [+5]	7	80%	7	8	10	12	10

\* Modifiers from CON no longer apply.

**THAC0:** Indicates attack matrix row to use.

**D:** Death / poison; **W:** Wands; **P:** Paralysis / petrify;

**B:** Breath attacks; **S:** Spells / rods / staves.

### DWD87 TODO

## WILDER

A grimalkin who is in battle and near death (less than one-third hit points) may transform into a near-invisible, primal fey form, known as *wilder*. The transformation requires one round. The following applies when in wilder:

**Fey chaos:** The character's memories are suppressed and they cannot distinguish friend from foe, indiscriminately attacking all nearby living creatures until combat is over.

**Primal strength:** The character gains 2d6 hit points and a +2 bonus to attack rolls.

**Veiled in darkness:** Only the grimalkin's deranged, predatory eyes are visible in wilder. Those who can perceive the invisible or see in darkness discern a stocky feline form, 3' high at the shoulder, with a bulky head, a leering mouth, and fur standing on end, as if electrified. Opponents who cannot perceive the invisible or see in darkness have a -2 penalty to attacks against the character.

**Combat:** The character has AC 6 [13], a movement rate of 90' (30'), and may make a bite and two claw attacks each round. Each inflicts 1d4 damage.

**Class abilities:** In wilder, the character cannot wield weapons, pick locks, or use glamours.

**Equipment:** All equipment carried is transformed with the grimalkin, effectively vanishing, but reappearing upon the character's return to their humanoid form.

**When combat ends:** The character disappears into Fairy, coming under the referee's control. After a period of time (determined by the referee) spent wandering strange paths in Fairy, the grimalkin spontaneously reappears in their humanoid form, in the presence of their companions.

## AFTER REACHING 8TH LEVEL

A grimalkin may construct a manse or secret lair in the mortal world or Fairy. 2d6 apprentice grimalkin of 1st level will apply to train under the PC.



# Hunter

*Adventurers who are at home in the wilds of the forest, hunting for food or trophies. Expert trackers, stalkers, and killers.*

<b>Requirements</b>	Minimum CON 9, minimum WIS 9
<b>Prime requisite</b>	DEX
<b>Hit Dice</b>	1d8
<b>Maximum level</b>	14
<b>Armour</b>	Leather, shields
<b>Weapons</b>	Any
<b>Languages</b>	Alignment language, Woldish

A hunter is an invaluable member of any party which travels deep into Dolmenwood due to their knowledge of life in the wilds.

## ANIMAL COMPANION

A hunter may attempt to forge a bond with an animal. If the bond is successfully established, the animal becomes the hunter's loyal companion.

### Requirements

**One companion:** A hunter may have but a single animal companion. If a companion dies or is dismissed, the hunter may attempt to forge a connection with a new animal.

**Type of animal:** Both wild and domestic animals may be companions. Giant or magical animals may become a hunter's companion at the referee's discretion. Animal species of human level intelligence are not suitable.

**Hit Dice:** An animal companion may not have higher Hit Dice than the hunter's level.

### Establishing a Connection

The hunter must approach the animal in a peaceful manner. The referee makes a reaction roll (with a +1 bonus and the character's normal CHA modifier). If the result is 8 or greater, the animal becomes the hunter's companion.

### Companion's Behaviour

Once a connection is successfully established, the animal companion will follow the hunter everywhere. It understands basic commands from the hunter (even if its species would not normally do so). The companion will fight to defend the hunter, never checking morale.

## AWARENESS

Hunters are only surprised on a roll of 1. This may mean that a hunter is able to act in the surprise round while their companions are surprised.

TODO: Illustration

## COMBAT

Hunters can use any type of weapon, but may only wear leather armour, due to their need for stealth. They may use shields.

## HUNTING

A party that includes a hunter has a 5-in-6 chance of encountering prey when hunting. (See *Wilderness Adventuring* in *Old-School Essentials*.)

## SURPRISE ATTACK

In the wilderness, a hunter has a 3-in-6 chance of going unnoticed when sneaking up on a target. If the hunter goes unnoticed, the target may be surprised (see *Encounters* in *Old-School Essentials*).

## HUNTER LEVEL PROGRESSION

Level	XP	Hit Dice	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,250	2d8	19 [0]	12	13	14	15	16
3	4,500	3d8	19 [0]	12	13	14	15	16
4	10,000	4d8	17 [+2]	10	11	12	13	14
5	18,500	5d8	17 [+2]	10	11	12	13	14
6	37,000	6d8	17 [+2]	10	11	12	13	14
7	85,000	7d8	14 [+5]	8	9	10	10	12
8	140,000	8d8	14 [+5]	8	9	10	10	12
9	270,000	9d8	14 [+5]	8	9	10	10	12
10	400,000	9d8+2*	12 [+7]	6	7	8	8	10
11	530,000	9d8+4*	12 [+7]	6	7	8	8	10
12	660,000	9d8+6*	12 [+7]	6	7	8	8	10
13	790,000	9d8+8*	10 [+9]	4	5	6	5	8
14	920,000	9d8+10*	10 [+9]	4	5	6	5	8

\* Modifiers from CON no longer apply.  
**THAC0:** Indicates attack matrix row to use.

**D:** Death / poison; **W:** Wands; **P:** Paralysis / petrify;  
**B:** Breath attacks; **S:** Spells / rods / staves.

## TRACKING

Hunters know how to read the subtle signs left by a creature's passage through the natural environment and are able to identify and follow tracks. The chance of success depends on the conditions and the character's level, as shown to the right.

## TROPHIES

After hunting down (i.e. tracking, ambushing, or chasing) and slaying a creature, a hunter may take a trophy from it (e.g. a stag's antlers, the tooth of a wyrm, etc.). As long as the trophy is either on the hunter's person or mounted in their home, it acts as a charm: the hunter gains a +1 bonus to attack rolls against other creatures of the same type and a +1 bonus to saving throws against their special attacks.

## WAYFINDING

A party that includes a hunter has a reduced chance of getting lost in forests, mountains, or marshes. Instead of rolling a d6 to check whether the party gets lost each day, the referee should roll a d12. (The range of results on which the party gets lost remains the same, e.g. a 2-in-12 chance in forests.)

## AFTER REACHING 9TH LEVEL

A hunter may establish a lodge in the wilderness. 2d4 hunters of 1st level will find their way to the lodge to serve the character.

## HUNTER TRACKING CHANCE OF SUCCESS

Level	Tracking
1	50%
2	60%
3	70%
4	75%
5	80%
6	85%
7	90%
8	95%
9	100%
10+	110%

## Tracking Success Modifiers

Success may be modified by the following factors:

- **Soft/hard ground:** +20% to -50%.
- **Size of group being tracked:** +2% per creature beyond the first.
- **Passing through an area where other tracks mingle:** -50%.
- **Age of tracks:** -5% per 12 hours.
- **Rainfall:** -25% per hour.
- **Efforts made to hide tracks:** -25%.



# Minstrel

*Musicians and poets drawn to a life of wandering and adventure.*

<b>Requirements</b>	Minimum INT 9
<b>Prime requisite</b>	CHA, DEX
<b>Hit Dice</b>	1d6
<b>Maximum level</b>	14
<b>Armour</b>	Leather, chainmail, no shields
<b>Weapons</b>	Club, crossbow, dagger, short bow, short sword, sling, staff, sword
<b>Languages</b>	Alignment language, Woldish

Worldly and well-travelled, minstrels are storehouses of folklore and hearsay. Their music and songs are woven with magic, which can both protect and beguile.

**Prime requisites:** A minstrel with at least 13 CHA and DEX gains a 5% bonus to experience. A minstrel with a score of 16 or higher in one prime requisite and a 13 or higher in the other gains a 10% bonus.



## ANTI-CHARM

While the minstrel plays music and sings, allies within 30' are immune to song-based magical effects and the beguiling powers of fairies. Allies already under the effect of such magic gain another saving throw with a +4 bonus.

## COMBAT

Minstrels can use leather armour or chainmail but do not have the training required to use plate mail or shields. They can use a range of simpler weapons (club, crossbow, dagger, short bow, short sword, sling, staff, sword).

## ENCHANTMENT

By playing music and singing, the minstrel can fascinate subjects in a 30' radius. This ability does not function in combat.

**Number of subjects:** Up to 2 HD of creatures per level of the minstrel are affected. The minstrel may choose to target a specific individual or a group (in which case, the affected individuals are determined randomly).

**Types of subjects:** At 1st level, the minstrel can fascinate mortal persons. At 4th level, animals may also be affected. At 7th level, monsters and fairies may be affected.

**Effect:** Each subject must save versus spells or be fascinated, as follows:

- **Rapt:** Fascinated subjects' attention is fully bent on the minstrel's performance, as long as it continues.
- **Follow:** The minstrel may walk while playing. Fascinated subjects will follow.
- **Interruptions:** If the performance is interrupted (e.g. by loud noise or violence), the fascination ends immediately.

## Charming Fascinated Subjects

If the minstrel performs for at least one turn and the performance ends without interruption, fascinated subjects may be placed under a deeper charm. Each subject must make another save versus spells (with a +2 bonus) or be charmed for one turn per level of the minstrel:

**Friendship:** Charmed subjects regard the minstrel as a trusted friend and ally and will come to the minstrel's defence.

**Commands:** If they share a language, charmed subjects will obey the minstrel's commands.

**Alignment:** Commands that contradict the charmed creature's nature or alignment may be ignored.

**Suicidal commands:** Charmed subjects never obey suicidal or obviously harmful orders.

## LORE

From 2nd level, a minstrel has a 2-in-6 chance of knowing lore pertaining to monsters, magic items, or heroes of folktale or legend. This ability may be used to identify the nature and powers of magic items.

## MINSTREL LEVEL PROGRESSION

Level	XP	Hit Dice	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	13	14	13	16	15
2	1,700	2d6	19 [0]	13	14	13	16	15
3	3,500	3d6	19 [0]	13	14	13	16	15
4	7,000	4d6	19 [0]	13	14	13	16	15
5	14,000	5d6	17 [+2]	12	13	11	14	13
6	28,000	6d6	17 [+2]	12	13	11	14	13
7	60,000	7d6	17 [+2]	12	13	11	14	13
8	120,000	8d6	17 [+2]	12	13	11	14	13
9	240,000	9d6	14 [+5]	10	11	9	12	10
10	320,000	9d6+1*	14 [+5]	10	11	9	12	10
11	440,000	9d6+2*	14 [+5]	10	11	9	12	10
12	560,000	9d6+3*	14 [+5]	10	11	9	12	10
13	680,000	9d6+4*	12 [+7]	8	9	7	10	8
14	800,000	9d6+5*	12 [+7]	8	9	7	10	8

\* Modifiers from CON no longer apply.  
**THAC0:** Indicates attack matrix row to use.

**D:** Death / poison; **W:** Wands; **P:** Paralysis / petrify;  
**B:** Breath attacks; **S:** Spells / rods / staves.

## MINSTREL SKILLS

Minstrels can use the following skills, with the chance of success shown opposite:

**Hear noise (HN):** In a quiet environment (e.g. not in combat), a minstrel may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.

**Pick pockets (PP):** If the victim is above 5th level, the minstrel's roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under *Encounters*, in *Old-School Essentials*).

**Read languages (RL):** A minstrel can read non-magical texts in unknown languages (including dead languages and basic codes). If the roll does not succeed, the minstrel may not try to read that particular text again until they reach a higher level of experience.

## SCROLL USE

A minstrel of 6th level or higher can cast arcane spells from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.

## AFTER REACHING 11TH LEVEL

A minstrel can establish a manor. 2d6 apprentice minstrels of 1st level will come to study under the character.

## MINSTREL SKILLS CHANCE OF SUCCESS

Level	HN	PP	RL
1	1-2	20	40
2	1-2	25	50
3	1-3	30	60
4	1-3	35	70
5	1-3	40	80
6	1-3	45	82
7	1-4	55	84
8	1-4	65	86
9	1-4	75	88
10	1-4	85	90
11	1-5	95	90
12	1-5	105	90
13	1-5	115	90
14	1-5	125	90

## ROLLING SKILL CHECKS

**Hear noise:** Is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

**Other skills:** All skills except hear noise are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

## Player Knowledge

The referee should roll for hear noise on the player's behalf, as the minstrel does not immediately know if the attempt was successful.

# Moss Dwarf

*Stocky demihumans who dwell in the dank reaches of the Wood. As moss dwarfs age, their flesh becomes overrun with plants, moulds, and fungi.*

<b>Requirements</b>	Minimum STR 9
<b>Prime requisite</b>	CON and WIS
<b>Hit Dice</b>	1d6
<b>Maximum level</b>	8
<b>Armour</b>	Leather, cork, pinecone, coat of rings, shields
<b>Weapons</b>	Small or normal sized
<b>Languages</b>	Alignment language, Woldish, Mulch, the secret tongue of squeaking mammals

Moss dwarf adventurers have a number of useful abilities related to plants and fungi. They also possess minor magical abilities known as *knacks*.

See *Moss Dwarfs*, p24 for more details on the characteristics of moss dwarfs.

**Prime requisites:** A moss dwarf with at least 13 in one prime requisite gets +5% to XP. If both CON and WIS are 16 or higher, the character gets a +10% bonus.

## COMBAT

Moss dwarfs may wear any non-metal armour (they find cladding themselves in metal distasteful) or a coat of rings (see *New Equipment*, p78—the only metal armour they will wear). Due to their short height, moss dwarfs can only use small or normal sized weapons. They cannot use longbows or two-handed swords.

## FERTILE FLESH

As a moss dwarf advances in level, their dank, fertile flesh picks up seeds and spores which germinate into symbiotic plants and fungi. At each experience level (including 1st), the character acquires a random trait from the fertile flesh table (see opposite). Duplicates may be re-rolled or taken to indicate an amplification of the trait.

## FORAGING

A party with a moss dwarf has a 2-in-6 chance of successfully finding edible plants or fungi while travelling. (See *Wilderness Adventuring* in *Old-School Essentials*.)

## FUNGAL IMMUNITY

Moss dwarfs are unaffected by the harmful effects of fungal poisons or spores.

## FUNGAL SYMBIOSIS

A moss dwarf of 4th level or higher may spend one turn to attempt to enter into a symbiotic agreement with a monstrous fungus:

► **Hit Dice limit:** The fungus must be non-hostile and be of Hit Dice no higher than the moss dwarf's level minus 3 (e.g. a 4th level moss dwarf is limited to symbiosis with fungi of 1HD or less).

► **Once per fungus:** Entering into a symbiotic agreement may be attempted only once per fungus.

► **Chance of success:** To determine whether the symbiosis is successful, the player must roll a save versus spells. If the save succeeds the symbiotic pact is agreed.

► **Successful symbiosis:** Spores from the fungus become integrated into the dwarf's body, blooming after 1d4 days into fungal growths throughout the skin and organs. A dwarf in this state may activate any special attack forms of the mushroom, including magical abilities. The dwarf is immune to any harmful effects, but suffers 1d6 damage due to the great effort expended.

► **One symbiosis only:** It is not possible to initiate simultaneous symbiosis with multiple fungi, and the only way to reverse or cancel a symbiosis is by use of magic which destroys fungus (e.g. *cure disease*) or cancels mutation.

## KNACKS

Moss dwarfs practice carefully guarded, quasi-magical disciplines known as *knacks*. Each moss dwarf knows one knack, determined at character creation. The abilities granted by the knacks are described on p74, along with a table to randomly determine which knack an individual moss dwarf possesses. (At the referee's discretion, the player may be allowed choose, instead of rolling.)

## LISTENING AT DOORS

Moss dwarfs have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).

## PLANT SPEECH

At 3rd level, a moss dwarf is able to ask questions of plants and fungi. Each individual plant, mushroom, or colony of mould may be asked a single question each day and may respond with one word.



## MOSS DWARF LEVEL PROGRESSION

Level	XP	Hit Dice	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	13	12
2	2,200	2d6	19 [0]	8	9	10	13	12
3	4,400	3d6	19 [0]	8	9	10	13	12
4	8,800	4d6	17 [+2]	6	7	8	10	10
5	17,000	5d6	17 [+2]	6	7	8	10	10
6	35,000	6d6	17 [+2]	6	7	8	10	10
7	70,000	7d6	14 [+5]	4	5	6	7	8
8	140,000	8d6	14 [+5]	4	5	6	7	8

**THAC0:** Indicates attack matrix row to use.

**D:** Death / poison; **W:** Wands; **P:** Paralysis / petrify;  
**B:** Breath attacks; **S:** Spells / rods / staves.

## REACHING 8TH LEVEL

Upon reaching 8th level, a moss dwarf may construct a stronghold as the foundation of a new moss dwarf community. The stronghold must either be delved into the earth or be constructed of plant or fungal matter. Once the stronghold is complete, moss dwarfs will come from the surrounding area to live under the leadership of the PC.

### FERTILE FLESH

#### d20 Infestation

- 1 Outer parts of ears replaced by jelly fungus
- 2 Patches of lichen
- 3 Dainty flowers bloom in the beard in springtime
- 4 Yeast infections in moist places
- 5 Toadstools growing from joints
- 6 Covered in slimy, green jelly
- 7 Miniature tree growing from ear
- 8 Skin riddled with mycelia
- 9 Eyes fur over with transparent, yellow mould
- 10 Edible toe cheese
- 11 Growths of woody, bracket fungus in the armpits
- 12 Mossy feet
- 13 Climbing vines wrapped around limbs and torso
- 14 Radical fern growth around groin
- 15 Mossy biceps
- 16 Puffball growths around the buttocks and knees
- 17 Parsley chest hair
- 18 Blackberry brambles tangled in the hair
- 19 Edible mushrooms growing in hair
- 20 Partially sentient mushroom growing from the crown of the head

**TODO:** Illustration

# Woodgrue

*Bat-faced demi-fey goblins, known for their love of music, revelry, and arson.*

<b>Requirements</b>	Minimum DEX 9
<b>Prime requisite</b>	CHA
<b>Hit Dice</b>	1d6
<b>Maximum level</b>	10
<b>Armour</b>	Any appropriate to size, including shields
<b>Weapons</b>	Club, dagger, hand axe, short bow, short sword, sling
<b>Languages</b>	Alignment language, Woldish, Sylvan

Woodgrues' excellent hearing, skill at hiding, and ability to see in darkness make them excellent scouts and lookouts. Additionally, their capricious enchanted songs bring an element of anarchic humour into any adventuring group.

See *Woodgrues*, p26 for more details on the characteristics of woodgrues.

## CODE OF HOSPITALITY

Like other goblins, woodgrues are bound to ancient rites of hospitality and charity. If a woodgrue is invited into a place by way of handwritten invitation or swearing an oath of good behaviour, they are unable to use their mad revelry abilities while within the place.

## COMBAT

Woodgrues can use all types of armour, but it must be tailored to their small size. They may only use simple weapons of small size (see list above).

### Musical Instruments

A woodgrue can employ a musical instrument as an improvised club (1d4 damage).

## COMPULSIVE JUBILATION

A woodgrue who witnesses a party, feast, celebration, or festival must partake; they are utterly compelled with every fibre of their being. If, for some reason, a woodgrue wishes to resist this compulsion, they may save versus paralysis (but will feel drained and downtrodden for the length of the engagement).

## DARK VISION

A woodgrue can see normally in darkness, viewing the world as though it glows in faint moonlight.

TODO: Illustration

## DEFENSIVE BONUS

Due to their small size, woodgrues gain a +2 AC bonus when attacked by large opponents (greater than human-sized).

## HIDING

A woodgrue who hides in the woods or in shadows has a 3-in-6 chance of going unnoticed.

### Hiding Objects

Given a minute, a woodgrue may hide a small object (1' around or smaller) in a cunning location. The rules for finding secret doors apply to attempts to locate the item (see *Dungeon Adventuring* in *Old-School Essentials*).

## LISTENING AT DOORS

Woodgrues have a 3-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).

## WOODGRUE LEVEL PROGRESSION

Level	XP	Hit Dice	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	13	12	14	16	14
2	2,000	2d6	19 [0]	13	12	14	16	14
3	4,000	3d6	19 [0]	13	12	14	16	14
4	8,000	4d6	19 [0]	13	12	14	16	14
5	16,000	5d6	17 [+2]	11	10	11	14	11
6	32,500	6d6	17 [+2]	11	10	11	14	11
7	65,000	7d6	17 [+2]	11	10	11	14	11
8	130,000	8d6	17 [+2]	11	10	11	14	11
9	250,000	9d6	14 [+5]	8	7	9	11	9
10	400,000	9d6+1*	14 [+5]	8	7	9	11	9

\* Modifiers from CON no longer apply.  
**THAC0:** Indicates attack matrix row to use.

**D:** Death / poison; **W:** Wands; **P:** Paralysis / petrify;  
**B:** Breath attacks; **S:** Spells / rods / staves.



## MAD REVELRY

Once per day per level of experience, a woodgrue may play one of the following enchanted melodies on a woodwind instrument, while dancing terribly and hooting like an insane barn animal being skinned alive. Any creature hearing the tune must save versus spells or be afflicted. (Fairies and demi-fey gain a +2 bonus to the save.) The effects last as long as the woodgrue keeps playing.

- **Confide:** Subjects speak in a slurred voice, confessing a sin or secret about one of their allies or about some deeply hidden emotion.
- **Dance:** Subjects begin dancing terribly, their footwork following a profane jig that doesn't make any sense. Those affected cannot move from the spot where they dance, but gain a +1 bonus to AC.
- **Imbibe:** Subjects ravenously consume any liquids (potable or not), herbs, mushrooms, and such like that are available. Even if no mind-altering substances are consumed as a result, subjects will act as though drunk, suffering -2 to-hit until the revelry ends.
- **Jape:** Subjects mock the immediately preceding occurrence, be it a deed of words or acts.
- **Jubilate:** Subjects burst into irrepressible laughter, preventing them from speech. There is a 1-in-6 chance each round of falling prone in a laughing fit.
- **Mount:** Subjects attempt to mount an adjacent creature—be it friend or foe—and ride it piggyback. If the mounted creature is unwilling, it can buck the rider off, dealing 1d4 damage.

► **Revel:** Subjects cannot speak; instead they bark out terrible scats of sound, in an attempt to keep up with the woodgrue's maddening melodies. Movement speed is halved if subjects are not headed in the direction of the woodgrue.

► **Strip:** Subjects remove clothing and armour.

## SUSCEPTIBILITY TO COLD IRON

Woodgrues suffer 1 extra point of damage when hit with iron weapons (e.g. an iron short sword would inflict 1d6+1 damage on a woodgrue, rather than the standard 1d6).

## WOODWINDING

Woodgrues can communicate on the winds by blowing a tune upon a woodwind instrument. Such communications can be heard by all other woodgrues (as well as retainers of the woodgrue piping the message) within a number of miles equal to the woodgrue's level.

## REACHING 9TH LEVEL

Upon reaching 9th level, a woodgrue may construct a manse or secret lair. 2d6 1st level woodgrues from the surrounding region will congregate around the PC, accepting them as their master.